

WE CLAIM:

1. A gaming system for an entertainment facility, comprising:

- a) a computer;
- b) game software executed by said computer, said game software enabling substantially all of an audience in said entertainment facility to participate in a single game;
- c) a plurality of user stations, each having communication means, and also having interface means for receiving user input transmitted from said user stations to said computer via said communication means;
- d) a projector connected to said computer, said computer aggregating said user input to create video images for display by said projector; and
- e) a screen upon which said video images can be displayed by said projector such that all of said video images are fully visible from each of said user stations.

2. A gaming system, comprising:

- a) a computer;
- b) game software executed by said computer, said game software enabling up to at least a few dozen users to participate in a single game;
- c) a plurality of user stations, each having communication means,

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and also having interface means for receiving user input transmitted from said user stations to said computer via said communication means;

5 d) a projector connected to said computer, said computer aggregating said user input to create video images for display by said projector; and

10 e) a screen upon which said video images can be displayed by said projector such that all of said video images are fully visible from each of said user stations.

15 3. A gaming system, comprising:

a) a computer;

b) game software executed by said computer, said game software enabling up to hundreds of users to participate in a single game;

20 c) a plurality of user stations, each having communication means, and also having interface means for receiving user input transmitted from said user stations to said computer via said communication means;

25 d) a projector connected to said computer, said computer aggregating said user input to create video images for display by said projector; and

30 e) a screen upon which said video images can be displayed by said projector such that all of said video images are fully visible from each of said user stations.

4. An entertainment facility, comprising:

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- a) an enclosure having a plurality of seats to accommodate an audience;
 - b) a plurality of user stations;
 - c) a screen, the total area of said screen visible from each of said user stations;
 - d) a projection system for projecting images on said screen; and
 - e) a computer connected to each of said user stations and said projection system, said computer controlling the images projected on said screen, said computer receiving user input for display on said screen from said user stations.
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5. The entertainment facility of claim 3 wherein said user stations are located at said seats.

20 6/ A method for playing a game in an entertainment facility, said method comprising the steps of:

- a) providing user stations at said seats in said entertainment facility;
 - b) providing a user interface to receive user input from each of said user stations;
 - c) integrating the images from said game with said user input by means of a computer; and
 - d) projecting the results of said integrating on a single screen, said results being visible from each of said user stations.
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7. The method of claim 3 wherein said entertainment facility is a movie theatre.

8. The gaming system of claim 1, further comprising a game programming interface, said game programming interface comprising a set of software routines, said routines forming a portion of said game software, said routines providing a programmable interface to said computer, said user stations, said projector and said screen.

9. The gaming system of claim 1, wherein said user stations accept a game card to validate a user to play said game software.

10. The gaming system of claim 9, further comprising purchase/credit stations, said stations having credit means to permit a user to add credit to said game card.

11. The gaming system of claim 1 further comprising a database, said database containing demographic information for each user of said gaming system.

12. The gaming system of claim 1 wherein said interface means further comprise audio means, said audio means providing sound to said user.

13. The gaming system of claim 1 wherein said facility is a movie theatre.

14. The gaming system of claim 1 wherein said interface means further comprise a virtual reality interface, said virtual reality interface providing to the user a virtual reality environment.

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